

AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions and listings of claims in the application:

LISTING OF CLAIMS:

1. (currently amended): A game machine for providing each of a first player and a second player with a game allowing a player to enjoy operation of the game using a controller according to game music, comprising:

timing acquisition means for acquiring game operation timing at which each of the first player and the second player operates the game;

timing data memory means for memorizing timing data defining game operation timing at which each of the first player and the second player is required to operate the game;

timing guidance means for presenting the game operation timing defined by the timing data to each of the first player and the second player;

game operation evaluation means for verifying the game operation timing acquired by the timing acquisition means with the game operation timing defined by the timing data to evaluate game operation by each of the first player and the second player; and

operation timing changing means for changing ~~presenting~~ game operation timing by adding one or more new game operation timing between the game operation timings defined by the timing data ~~different from the game operation timing defined by the timing data~~ to at least one of the first player and the second player, based on a result of evaluation made by the game operation evaluation means.

2. (original): A game machine according to claim 1, wherein

the timing guidance means shows each of the first player and the second player a first operation timing instruction image and a plurality of second operation timing instruction images gradually approaching the first operation timing instruction image displayed on a display screen, to thereby show a state in which game operation timing is arriving, and

the operation timing change means increases or decreases a number of second operation timing instruction images approaching the first operation timing instruction image with respect to

the first player or the second player, to thereby increase or decrease a number of game operation timing to be presented to the first player and the second player.

3. (currently amended): A game process method for providing each of a first player and a second player with a game allowing a player to enjoy operation of the game using a controller according to game music, comprising:

a timing acquisition step of acquiring game operation timing at which each of the first player and the second player operates the game;

a timing data acquisition step of acquiring timing data defining game operation timing at which each of the first player and the second player is required to operate the game;

a timing guidance step of presenting the game operation timing defined by the timing data to each of the first player and the second player;

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a game operation evaluation step of verifying the game operation timing acquired by the timing acquisition means with the game operation timing defined by the timing data to evaluate game operation by each of the first player and the second player; and

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operation timing changing step for changing presenting game operation timing by adding one or more new game operation timings between the game operation timings defined by the timing data ~~different from the game operation timing defined by the timing data~~ to at least one of the first player and the second player, based on a result of evaluation on the game operation evaluation step.

4. (currently amended): An information storage medium storing a program for providing each of a first player and a second player with a game allowing a player to enjoy operation of the game using a controller according to game music, the program causing a computer to execute:

a timing acquisition step of acquiring game operation timing at which each of the first player and the second player operates the game;

a timing data acquisition step of acquiring timing data defining game operation timing at which each of the first player and the second player is required to operate the game;

a timing guidance step of presenting the game operation timing defined by the timing data to each of the first player and the second player;

a game operation evaluation step of verifying the game operation timing acquired by the timing acquisition means with the game operation timing defined by the timing data to evaluate game operation by each of the first player and the second player; and

an operation timing changing step for changing ~~presenting~~ game operation timing by adding one or more new game operation timings between the game operation timings defined by the timing data ~~different from the game operation timing defined by the timing data~~ to at least one of the first player and the second player, based on a result of evaluation on the game operation evaluation step.

Claim 5. (cancelled)

6. (currently amended): A game machine for providing each of a first player and a second player with a game allowing a player to enjoy operation of the game using a controller according to game music, comprising:

an acquisition unit operative to acquire game operation timing at which each of the first player and the second player operates the game;

a data memory operative to memorize timing data that defines game operation timing at which each of the first player and the second player is required to operate the game;

a guidance unit operative to present the game operation timing defined by the timing data to each of the first player and the second player;

a game operation evaluation unit for verifying the game operation timing acquired by the acquisition unit with the game operation timing defined by the timing data to evaluate game operation by each of the first player and the second player; and

an operation timing changing unit operative to change ~~present~~ a game operation timing by adding one or more new game operation timings between the game operation timings defined by the timing data ~~different from the game operation timing defined by the timing data~~ to at least one of the first player and the second player, based on a result of evaluation made by the game operation evaluation unit.

7. (previously presented): A game machine according to claim 1, wherein the guidance unit shows each of the first player and the second player a first operation timing instruction image and a plurality of second operation timing instruction images gradually

approaching the first operation timing instruction image displayed on a display screen, to thereby show a state in which game operation timing is arriving, and

the operation timing change unit increases or decreases a number of second operation timing instruction images approaching the first operation timing instruction image with respect to the first player or the second player, to thereby increase or decrease a number of game operation timing to be presented to the first player and the second player.

8.(new): A game machine according to claim 1, wherein said operation timing changing means is operative to insert randomly one step, having a predetermined divided length, between two steps.

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9.(new): A game machine according to claim 1, wherein said operation timing changing means is operative to require, when a player is originally required to make a single step with one foot, another step with the other foot.

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10.(new): A game machine according to claim 1, wherein said operation timing changing means is operative to insert one step randomly between two steps.

11.(new): A game machine according to claim 1, wherein said operation timing changing means is operative to require a player to step in a manner of a skip.

12.(new): A game machine according to claim 1, wherein said operation timing changing means is operative to insert between first steps a plurality of second steps of a predetermined divided length.

13.(new): A game machine according to claim 1, wherein said operation timing changing means is operative to insert one step of predetermined divided length into a back beat position between two steps.

14.(new): A game machine according to claim 1, wherein said operation timing changing means is operative to insert one step of a first predetermined divided length between steps which are separated from each other by at least a second divided length.

15.(new): A game machine according to claim 1, wherein said operation timing changing means is operative to require a one of said first player and said second player, who steps less well than the other player, to make an increased number of steps.

16.(new): A game process method according to claim 3, wherein said operation timing changing step comprises inserting randomly one step, having a predetermined divided length, between two steps.

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17.(new): A game process method according to claim 3, wherein said operation timing changing step comprises requiring, when a player is originally required to make a single step with one foot, another step with the other foot.

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18.(new): A game process method according to claim 3, wherein said operation timing changing step comprises inserting one step randomly between two steps.

19.(new): A game process method according to claim 3, wherein said operation timing changing step comprises requiring a player to step in a manner of a skip.

20.(new): A game process method according to claim 3, wherein said operation timing changing step comprises inserting between first steps a plurality of second steps of a predetermined divided length.

21.(new): A game process method according to claim 3, wherein said operation timing changing step comprises inserting one step of predetermined divided length into a back beat position between two steps.

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22.(new): A game process method according to claim 3, wherein said operation timing changing step comprises inserting one step of a first predetermined divided length between steps which are separated from each other by at least a second divided length.

cont. 23.(new): A game process method according to claim 3, wherein said operation timing changing step comprises requiring one of said first player and said second player, who steps less well than the other player, to make an increased number of steps.
